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Subject: EvtGenDirect and random seed

Posted by [Johan Messchendorp](#) on Mon, 08 Aug 2011 18:59:00 GMT

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Dear all,

Motivated by the mistake we made in running EvtGenDirect on the GRID (same random seed), I modified slightly the PndEvtGenDirect generator. In case no seed is given in the constructor (default to -1), it will call gRandom->GetSeed() to set its value. This is now consistent with that used for DpmDirect generator. Note that the modifications are only done in the trunk (rev. 13004) and not (yet) on the grid releases.

Greets,

Johan.

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